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G7000 VIDEOGAMES

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Play anytime, anywhere. Philips G7000 is the ultimate in video games.

Never in the history of video games has there been anything like them

'ODYSSEY' Adventure-Packed Video-Boardgames

Exclusive to Philips G7000 owners!



They will be at your dealer any time now...the revolutionary new Odyssey range of games only available from Philips. All the fun and terror and excitement of the most spectacular video games ever - plus the shocking realism you expect from the world's finest board games. That's Philips'

new Odyssey Videopac! And they come in superb presentation packs!

PHILIPS CONQUEST OF THE WORLD

Even better news! Philips is launching not just one, but two Odysseys to conquer the universe. And they're so different that each offers an altogether new game. **Conquest of the World** gives you the chance to dominate the G7000 as you're the ultimate 1980s situation. Choose two combinations of land, sea and air forces to take you on screen battles.

The Quest for the Rings takes you straight into a fast, dark world of legend and fantasy, and features its own big-board events which allow your G7000's special 300-processor circuitry to generate alternative time sequences and dimension leaps.

As a bonus to the G7000 Videopac's Club - you are among the first to be introduced to them.



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We are sorry that the last 50 orders have really given the price of the P or as £16. In fact, just £10 and 9 at your dealer's price around £20. And a great bang on it!

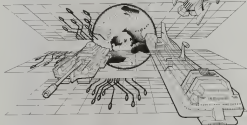
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Rack!!**

Conquest Of The World

Challenging reality — this is the first game of its kind designed, not as a preparation for some virtual battle.

The gameboard is a true-to-life map of the continents of the world today. Forty three regions are divided into eleven geographical and political zones. Each country has been weighted with a power base figure that reflects its capabilities to

resist on the board. If you ally with (or subsequently conquer) all the countries in your zone, you receive 1,000 extra PBU's (Power Base Units) in chips for every country in the zone from the Warhead which is controlled independently by a



influence other nations — by diplomatic actions or direct military force. One of the fascinating features possibilities of the game is your ability to change the power base figure depending on future shifts in world power.

On-screen electronic land are not as known, represented by tanks, submarines and fighter aircraft can be deployed against each other in any combination — but these are dependent on supplies represented by energy units shown at the bottom of the screen.

Your Objective

Each of the 2 to 4 players must lead his Homeland to world domination through regional influence and conquest. Each successful alliance or conquest strengthens the Homeland's power base. The nation with the strongest power base at the end of the game is the winner.

THE NEGOTIATIONS BEGIN

You start by making alliances within your own Homeland Zone, and place Co-operations Alliance Markers on the strategic of each chosen country on the gameboard — immediately that alliance with leader figures will protect you from direct enemy attack. Alliances increase your power base, which is indicated on the Power Base

previously elected player.

The first player to select a Homeland leads the Attack Option.

WAR'S BEGAN OUT

When you have the Attack Option, you may choose to try with PBU chips in alliance with any uninvolved country not in another player's Homeland Zone. The chips are paid into the Warhead, and you increase your Power Base (Boosted by half the allied country's base PBU strength). Or, if you feel the time is not right for negotiation, you can attack the selected country. You then receive 2,500 or weaker energy units to fight each war which is decided by the best of three battles.

On-screen battles

Using the G7800 keyboard, you select your weapons, tanks, for land battles; submarines for action at sea; fighter planes for air strikes. The defending player is the first one on page left. The handsets become the control of your deadly weapons, and the more heavily you attack, the more energy units are taken away from the bottom of the screen. So you must continually upgrade — when you run out of energy units you lose the war!

If you lose you receive the defender's energy units all about on the screen in

the form of PBU chips taken from the Warhead. You also receive your Co-Operations Alliance Markers on the board, and increase your PBU Marker by the full PBU value of the defeated nation. You receive the Attack Option until you lose a war.

If you lose the defending player receives your remaining energy units and gets the country for defense as an ally. The Attack Option then passes to him.



Keywords: child sexual abuse; disclosure; social support; coping strategies

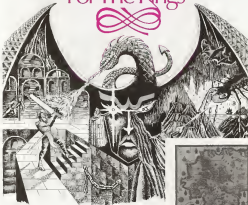
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As over the world, throughout history, Indians and legends have told of the mystery of the Kings. King Arthur's Knight Gaius, was given Lancelot's King of Camelot. Morgan's King Cycle is based on ancient Irish legends, Ireland and

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throughout your mission has caught them. The Quest for the Rings is far from over.

Enter an alternative World Between a Hero of Legend... ...or a Terrible Terror

In this enthralling game for 1 and 2 players, choose between one of a small band of heroes who set out on the perilous Quest for the Rings. Be the Warrior with an enchanted sword, the Wizard who can cast enchanting spells, the Phantom with the power to walk through walls, or the Changling who can don the Mithrilcloak of Invulnerability. Together you must defeat the terrible Ringwraiths. As a game for 2 players, you can choose to be the Ringmaster — but first be sure you can handle MUMUK. For it is the Ringmaster who holds the 30 Rings of Power deep in the dark dungeons of Dolbaron, the stronghold built on blizzards of ice where the Gates of the mysterious Dark Lands on the gameboard. It is he who controls the most powerful of the dreaded night-mare monsters who guard the Rings — the Nazgûl, the winged horses which he can transform into a fearsome, terrible dragon-like Orc who kill for sport. The unspeakable legions of Uruk-hai which discover long paths to increase the Ringmaster's intended Unconquered Domination, thought to be the foreman of Vampires — and, most horrific of all, the Dragons — Scouths, Goldwinged Hobbies — larger still, the Watchtowers which come from the stars.

THE QUEST

On the gameboard, the Ringmaster has hidden the Rings in the depths of 20 of the 26 Gates. The Heroes must discover where, and then retrieve the Rings against terrifying odds. The Nazgûl takes its toll of 1 on the gameboard scale, and the Heroes slip off through the blood and rage of the Dark Lands to the last of the Gates. Now when players to the TV screen, track each Gate is one of four different kinds of labyrinth, from dangerous to harmless — each constructed in its own way which the Heroes must negotiate — and to render the players further, the labyrinths change every time they come onto the screen.

Together the Heroes — controlled by the players through the Nazgûl, the Orc and the Phantom. A Ring is required when reached by either of them, and counts as a victory for them both.

The game increases as the game progresses. The Phantom and the Changling must find the trap, which has a 100-point defense, an information the players lead into the TV screen as the keyboard overlay and the special powers of each of the Heroes is brought into play by pressing the screen buttons on the hand controller. And when the Heroes encounter the highest range of the largest Nazgûl, the players must either capture or eliminate it to use their power for removal.

The problems pile up. The Heroes have decided a solution has many times they will need to capture all 20 Rings: 50, 75 or 100. If they fail to the Nazgûl takes moves along the gameboard side to the target Nazgûl. The Ringmaster claims his victory. And the Ringmaster has another devilish trick up his sleeve to thwart the



Hero — the powerful POSSESSION. By winning this, he can demand control of either hero, at any time — an up to 8 consecutive turns. The other Hero is then not only pitted against the Nazgûl, but also against his own team members who are possessed by the Ringmaster's magic. The tasks, twists and turns of the Quest for the Rings are never-ending.



You'll find every time you play, either against the computer or a human King, that it is a different game.

For puzzle-loving or action-lovers, these new labyrinths, labyrinths are impossible to beat. Ask your dealer to order them for you now — it's a decision you'll never regret!



TOP SCORERS TOPPLE D!

Well, it had to happen! As we predicted, our first Champy was knocked for us (it would be the last Champion was in print, too later you see the new Victory together with their names and scores

Conner Corley
Gaylen Scott 876
Jumping Jamboree
Paul Thompson Score 2770
Conner Attych
Cathryn Shennan Score 2661

We also welcome to the Top Scorers team our first Musicians Champy - Arnold Pined, with a score of 2289. If you are a Musicians member today you'll probably think you can do better, so here it go and maybe your face will fit the spot next time! If you are not any of these names for Pines 31 - Conner Corley, 51 - Jumping Jamboree 34 - Saddle Attack or 28 - Musicians. You send them to Member Club Secretary, with your name, membership number and the name and membership number of your opponent this is not a contest. Please note which person written your name relates to



Conner Corley



Paul Thompson



Cathryn Shennan



Arnold Pined

Like to be a G7000 Club Pen-Pal?



Here at the Club we are sending on a idea which will put members in touch with each other - especially useful if you want to find other members in your area to compete against.

The pen-pal is based on a Pen-Pal column regularly in Newsletter. If you'd like to participate you write to the Club and we'll publish in the column your name and

address. Newsletter members are free to contact each other as and when they please - and perhaps arrange 'Home' and 'Away' competitions between their sides. Let us know as soon as possible if you're interested - and if the response is sufficient we'll start the column in a later coming Newsletter.

Please note: If you're under 18 don't forget to ask your parents or guardians permission before applying to become a Pen-Pal.

NEWSLETTER BACK COPIES AVAILABLE

Write to Debbie, Assistant Club Secretary for your copy of a new number

Last Chance for Musician Composers

Don't forget our competition for the best three composed on the fantastic "Musicians" your victory songs.

If you're on corner you still have time to enter up - you will know by now how many it is. It really is true that the simpler your song the better - and you don't need to strum on a guitar, but rather the sequence of notes relating to the keyboard numbers. Don't send a tape please!

Remember, we're having a musical red-dirt on a judge and an exciting award ceremony. We'll give out the best and most original to Musicians' Champy G7000 Musicians Club, 3404 Station Road, Harris, Meads, giving your membership number. The prize is the fabulous G7000, Videogame - Conquest of the World.

SPOTLIGHT ON A GREAT GAME

No **36**

Stage your own World Cup!

One of the most exciting of all the team game videogames, this one is strictly for lovers of fast, vicious action. On the TV screen - it's a digital stadium as the hockey boots games with two players a side. The challenge - in the given time allotted (that five minute periods for soccer, three for ice hockey) you score as many goals as possible against your opponent's team. You'll need to be speedy and accurate

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**MOVING?
DON'T MOVE WITHOUT US!**

If you're changing your address, then it won't be long before we'll have your Newsletter every two weeks. So write to us at: Club Secretary, 11, Albany Rd, New York, NY 10001. We'll send you a new membership number and new address.

with that joystick - and you won't have to take your nose off the screen!

Mean something cool when you play the one - you'll have to end upon a letter!



**WHAT
DO YOU
THINK OF
US SO
FAST?**

Not the Eric Morimoto response we hope!

Errol... - the 17000 Videogame Club is YOUR Club. Started in August 1981 - and it's important you know that you're approaching YOUR secret base.

This is Newsletter Number 5, and we'd like to hear from you if there's any kind of feature you'd like to see regularly in these pages, or any activity you think the Club could organize.

Any interesting letters we get on this subject we'll publish - and remember this means 12 for the week. So let the letters flow from you!



GOT SOME FRIENDS TO JOIN UP?

Lots of you are putting our super 32-colour Club poster into being a new member to the Club - in fact Mr. E. Arnold of Radio City, New York, has rounded up no less than four of his friends! He has responded to our offer for business members and submitted the following members: Another one thing he's done, he's, and left them ready for our Club's Club Council job! You could be doing exactly the same thing - and help

the Club to continue to grow in size and size - posted at the same time.

Get your friends to pick up a Club Application Form from your Dealer, complete it and send it to the Club with a cheque or postal order for £5 made payable to the 17000 Videogame Club. This is to cover the fairly modest fee of costs. Name your friends to give your name and membership number, and your own if you qualify for a Club garment.

